## **i. HOW THE SMOKE ALARM OPERATES**

A photoelectric smoke alarm is fitted on the ceiling in the main hallway.

This device will sound a loud alarm if smoke enters the device, until the smoke clears or the button is pushed to silence the alarm. The alarm is a stand-alone device, it is not linked to any other devices or services.

### If alarm sounds:

Immediately check for fire and act accordingly.

#### False alarms:

The smoke detector may be triggered by steam, cooking mishaps or dust. To avoid false alarms, exhaust fans should be used appropriately in the bathroom and kitchen to clear steam or cooking fumes. If the alarm goes off at random for only one or two seconds and there is no sign of smoke or steam, it may need to be cleaned. Run the nozzle of a vacuum cleaner over the face of the smoke alarm to clean out any dust.

### Battery:

The smoke alarm is powered by a permanent long-life battery which does not require replacement during the life of the smoke alarm. However if a 'chirping' noise is heard (1 short chirp every few minutes), this usually indicates that the whole alarm is due for replacement.

## **ii. HOW TO TEST THE SMOKE ALARM**

The residential tenancies act requires that smoke alarms be tested at least every 12 months in accordance with the manufacturer's instructions, which are as follows:

- 1. Press and hold the "TEST" button located on the face of the smoke alarm for several seconds. Do not attempt to test the alarm with an open flame.
- 2. A loud "BEEP BEEP BEEP" alert sound should begin to sound.
- 3. The alert sound should stop after the "TEST" button is released.
- 4. If the alarm does not sound, re-test the alarm.

The renter should test the alarm periodically and notify the property manager if the alarm does not function as expected.

# iii. RENTER'S OBLIGATIONS

- Do not remove, obstruct, tamper with or otherwise interfere with the normal working operation of the smoke alarm.
- Notify the property manager if the smoke alarm is not in working order or is malfunctioning.

